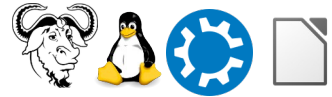

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Laporan 1

Isilah laporan berikut dengan program LibreOffice Writer!

Pastikan Anda catat semua pelajaran sehingga tidak tertinggal sedikit pun.

Nama: Muhammad Dimas Akbar

Distro: Trisquel Aramo 11 KDE

Provinsi: Jawa Barat

Tanggal: 25 Januari 2024

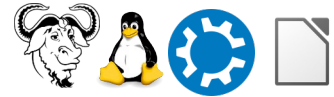
Pertemuan berapa: 10

Pengajar: Ade Malsasa Akbar

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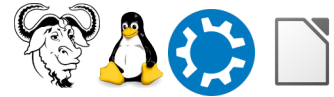
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Daftar Isi

Gunakan menu Insert > Table of Contents untuk membuat daftar isi!

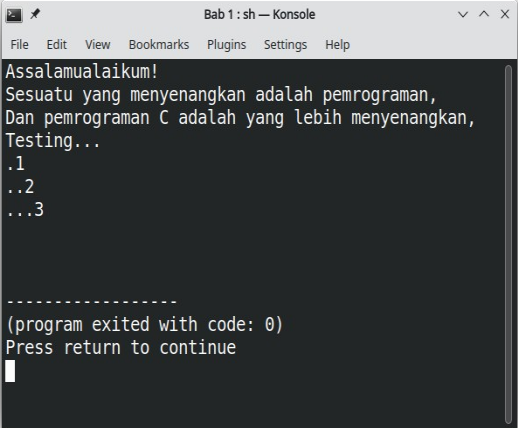
Laporan 1.....	1
Cara Menulis Laporan.....	2
Aturan Penulisan.....	2
Cara Membuat PDF.....	2
Perbandingan Fonts.....	2
Daftar Isi.....	4
Pelajaran 1.....	5
Pelajaran 3.....	5
Pelajaran 2.....	5
Pelajaran 4.....	5
Pelajaran 5.....	5
Kesimpulan.....	6
Pertanyaan.....	6
Sumber Referensi.....	6



Program-1.c

Isilah tabel-tabel berikut dengan gambar skrinshot yang Anda pelajari!

Tuliskan keterangan dan catatan di bawah setiap gambar. Tambah atau kurangi baris baru apabila dibutuhkan. Lihat contoh.

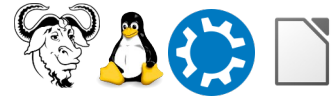
	<pre>/* Nama File : INTRO1.C */ #include <stdio.h> int main () { printf("Assalamualaikum!\n"); printf("Sesuatu yang menyenangkan adalah pemrograman,\n"); printf("Dan pemrograman C adalah yang lebih menyenangkan,\n"); printf("Testing...\n.1\n..2\n...3\n"); getchar(); return 0; }</pre>
<pre>/* Analisis bab 1 program 1: * baris 1: baris ini adalah komentar, diabaikan oleh komputer * baris 2: pemanggilan pustaka oleh #include, yang dipanggil adalah file stdio.h * baris 3: fungsi utama dengan tipe data integer * baris 4-8: fungsi printf untuk mencetak pesan ke layar monitor * baris 9 : fungsi getchar untuk mencetak karakter * kode return adalah perintah mengirim nilai balik kepada yang memanggil fungsi */</pre>	

Program-2.c

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```
Bab 1 : sh — Konsole
File Edit View Bookmarks Plugins Settings Help
Jumlah dari 123 dan 445 adalah 579
Selisih dari 123 dan 445 adalah 333

-----
(program exited with code: 0)
Press return to continue
```

```
/* nama file: intro2.c */
#include <stdio.h>
int main ()
{
    int jumlah, selisih;

    jumlah=123 + 456;
    selisih=456 - 123;

    printf("Jumlah dari 123 dan 445
adalah %d\n\n",jumlah);
    printf("Selisih dari 123 dan 445
adalah %d\n",selisih);

    getch();
}
```

/ Analisis Bab 1 Program 2*

** baris 5 : evaluasi jumlah dan selisih di variabel tipe integer*

** baris 7-8 : rumus jumlah dan selisih*

** baris 10-11 : printf mencetak pesan dan hasil evaluasi jumlah dan selisih di layar monitor*

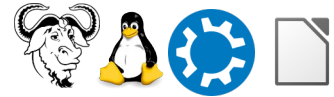
**/*

Program-3.c

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```
Bab 1 : sh — Konsole
File Edit View Bookmarks Plugins Settings Help
Hasil penjumlahan 339 dan 259 = 598
Hasil pengurangan 339 dan 259 = 80
-----
(program exited with code: 0)
Press return to continue
```

```
/* Nama File : intro3.c */

#include <stdio.h>

int main ()
{
    int var1=339, var2, jumlah, selisih;

    var2=259;

    jumlah=var1 + var2;
    selisih=var1 - var2;

    printf("Hasil penjumlahan %d dan %d
= %d\n\n",var1,var2,jumlah);
    printf("Hasil pengurangan %d dan
%d = %d\n",var1,var2,selisih);

    getch();

    return 0;
}
```

/ Analisis bab 1 program 3*

** baris 7: deklarasi dengan pemberian nilai, variabel bertipe data integer*

** baris 11-12 : rumus perhitungan jumlah dan selisih*

** baris 14-15 : %d pada masing-masing baris menggantikan variabel yang ditulis di sebelah kanan, posisi berdasarkan penempatan*

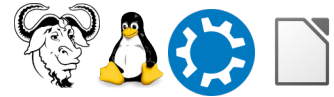
**/*

Program-4.c

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```
Bab 1 : sh — Konsole
File Edit View Bookmarks Plugins Settings Help
Harga Total = 6602.749512
Hasil Pembagian = 132.054993

-----
(program exited with code: 0)
Press return to continue
```

```
/* Nama File : intro4.c */

#include <stdio.h>
#include <stdlib.h>

int main ()
{
    float harga, jumlah, total, hasil;

    system("clear"); // clrscr();

    harga = 132.055;
    jumlah = 50;

    total=harga * jumlah;
    hasil=total / jumlah;

    printf("Harga Total = %f\n\n", total);
    printf("Hasil Pembagian = %f\n\n",
hasil);

    getch();

    return 0;
}
```

/ Analisis Bab 1 Program 4*

** baris 8 : deklarasi variabel tipe data float*

** baris 10 : perintah kepada sistem untuk membersihkan terminal, dengan komentar clrscr(); yang diabaikan oleh komputer*

** baris 12-13 : harga dan jumlah*

** baris 15-16 : rumus perhitungan*

** baris 18-19 : %f menggantikan variabel yang dituliskan di sebelah kanan*

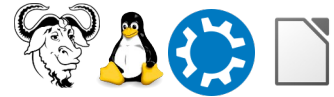
**/*

Program-5.c

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```
Bab 1 : sh — Konsole
File Edit View Bookmarks Plugins Settings Help

Mempelajari penggunaan getch() dengan variabel
Tekan tombol yang dikehendaki A

Anda menekan tombol A

-----
(program exited with code: 0)
Press return to continue
|
```

```
/* Nama File : intro5.c */

#include <stdio.h>

int main ()
{
    char karakter;
    system("clear"); // clrscr();
    printf("\nMempelajari penggunaan
getch() dengan variabel");
    printf("\nTekan tombol yang
dikehendaki ");
    karakter=getchar();
    printf("\n\nAnda menekan tombol
%c", karakter);

    getch();
    return 0;
}
```

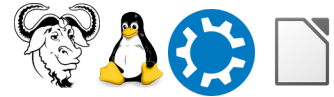
/ Analisis bab 1 Program 5*

** baris 7 : deklarasi variabel tipe data char*

** baris 11 : fungsi getch untuk mengambil input pengguna*

** baris 12 : %c menggantikan variabel yang dituliskan di sebelah kanan*

**/*



Program-6.c

```
Bab 1:sh — Konsole
File Edit View Bookmarks Plugins Settings Help
Luas Lingkaran berjari-jari 10.000000 adalah 314.000000
Keliling lingkarannya adalah 62.799999
-----
(program exited with code: 0)
Press return to continue
```

```
/* Nama File : intro6.c */

#include <stdio.h>

#define PI 3.14

int main ()
{
    float jari2=10, luas, keliling;

    luas= PI * jari2 * jari2; //luas=3.14 *
10 * 10
    keliling= 2 * PI * jari2;

    printf("Luas Lingkaran berjari-jari %f
adalah %f\n", jari2, luas);
    printf("\nKeliling lingkarannya adalah
%f", keliling);
    getchar();
    return 0;
}
```

/ Analisis bab 1 program 6*

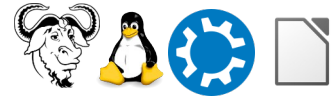
** baris 9 : deklarasi variabel tipe data float*

** baris 11-12 : rumus perhitungan*

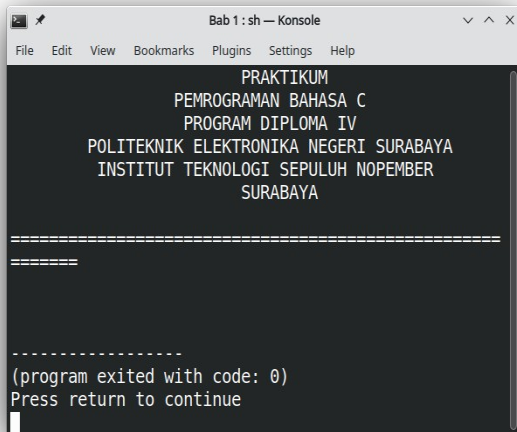
** baris 14 : %f pertama digantikan jari2, %f kedua digantikan oleh luas*

** baris 15 : %f digantikan oleh keliling*

**/*



Program-7.c



```
/* Nama File : intro7.c */

#include <stdio.h>

int main ()
{
    printf("\t\t PRAKTIKUM\n");
    printf("\t\t PEMROGRAMAN BAHASA
C\n");
    printf("\t\t PROGRAM DIPLOMA IV\
n");
    printf("\tPOLITEKNIK ELEKTRONIKA
NEGERI SURABAYA\n");
    printf("\t INSTITUT TEKNOLOGI
SEPULUH NOPEMBER\n");
    printf("\t\t SURABAYA\n");
    printf("\
n=====
=====\\n");
    getch();
}
```

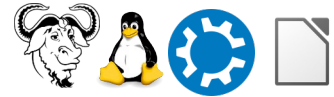
```
/* Analisis bab 1 program 7
* baris 7-13 : printf mencetak layar ke monitor, /t berfungsi sebagai tab paragraf
*/
```

Program-8.c

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```
Bab 1:sh - Konsole
File Edit View Bookmarks Plugins Settings Help
No Nama Barang Harga Diskon Harga Akhir
1 CPU 850Mhz 700.000,- 5% 665000,-
2 RAM 128Mhz 380.000,- 10% 342000,-
3 Motherboard PIII 800.000,- 8% 736000,-
-----+
Total Harga: 1743000,-
-----
(program exited with code: 0)
Press return to continue
```

```
#include <stdio.h>

int main ()
{
    float total_h_cpu, total_h_ram,
total_h_motherboard, total_akhir;
    total_h_cpu = 700000 - (700000 * 5 /
100);
    total_h_ram = 380000 - (380000 * 10 /
100);
    total_h_motherboard = 800000 - (800000 *
8 / 100);
    total_akhir = total_h_cpu + total_h_ram +
total_h_motherboard;
    printf("No\tNama Barang\t\tHarga\t\t
tDiskon\t\tHarga Akhir\n");
    printf("1\tCPU 850Mhz\t\t700.000,-\t5%\t
%.f,-\n", total_h_cpu);
    printf("2\tRAM 128Mhz\t\t380.000,-\t10%\t
%.f,-\n", total_h_ram);
    printf("3\tMotherboard PIII\t800.000,-\t8%\t
%.f,-\n", total_h_motherboard);
    printf("-----
----- +\n");
    printf("Total Harga:\t\t\t\t%.f, -\n",
total_akhir);
    getch();
}
```

/ Analisis bab 1 program 8*

** baris 7 : deklarasi variabel bertipe data float*

** baris 8-10 : operasi bilangan*

** baris 11 : rumus perhitungan*

** baris 12 : mencetak pesan ke layar monitor*

** baris 13-15 : mencetak pesan dengan kode nama variabel di sebelah kanan*

** baris 17 : mencetak pesan total harga dengan variabel total_akhir*

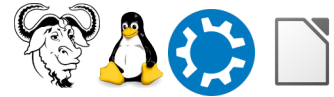
**/*

Program-9.c

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```
Bab 1: sh - Konsole
File Edit View Bookmarks Plugins Settings Help
Hasil pembagian = 4
-----
(program exited with code: 0)
Press return to continue
```

```
/* Nama File : intro9.c */

#include <stdio.h>

int main ()
{
    int var1=25, var2=6, hasil;

    hasil=var1 / var2;

    printf("Hasil pembagian = %d",hasil);

    getchar();
}
```

/ Analisis program 9*

** baris 7 : deklarasi variabel tipe data integer*

** baris 9 : rumus*

** baris 11 : mencetak pesan dengan %d mengambil variabel hasil*

**/*

Program-10.c

```
Bab 1: sh - Konsole
File Edit View Bookmarks Plugins Settings Help
Mempelajari penggunaan getch() dengan variabel
Tekan tombol yang dikehendaki a

Anda menekan tombol a

Anda menekan tombol 97

Anda menekan tombol 0.000000
-----
(program exited with code: 0)
Press return to continue
```

```
/* Nama File : intro10.c */

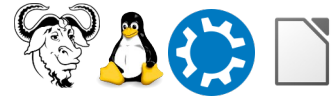
#include <stdio.h>

int main ()
{
    char karakter;
    system("clear"); // clrscr();
    printf("\nMempelajari penggunaan getch()
dengan variabel");
    printf("\nTekan tombol yang dikehendaki ");
    karakter=getchar();
    printf("\n\nAnda menekan tombol %c",
karakter);
    printf("\n\nAnda menekan tombol %d",
```

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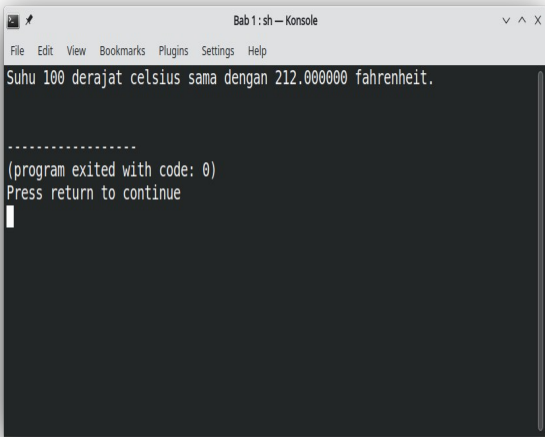
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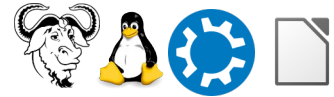
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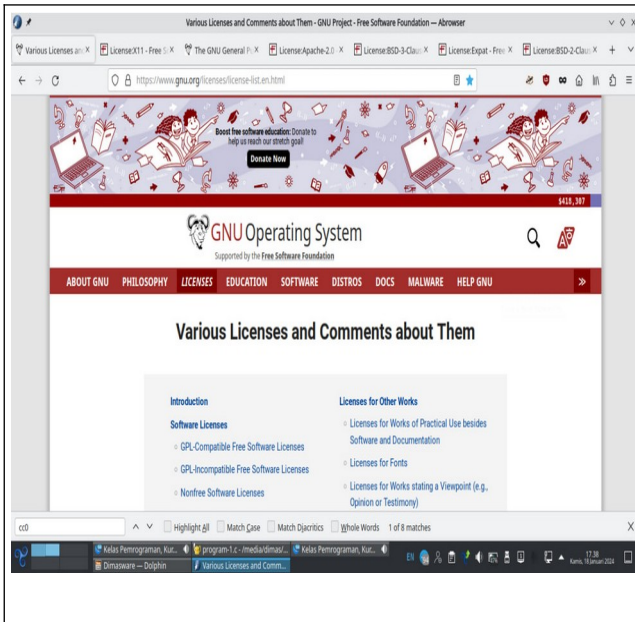
	<pre>karakter); printf("\n\nAnda menekan tombol %f", karakter); getchar(); return 0; }</pre>
<pre>/* Analisis Bab 1 Program 10 * baris 11 : fungsi getchar untuk mengambil input pengguna * baris 12-14 : mencetak pesan input dengan kode khusus mengambil variabel karakter */</pre>	

Program-11.c

	<pre>/* Nama File : intro11.c */ #include <stdio.h> int main () { float fahrenheit, celsius; celsius = 100; fahrenheit = (9.0/5.0 * celsius) + 32.0; printf("Suhu 100 derajat celsius sama dengan %f fahrenheit.\n", fahrenheit); return 0; }</pre>
<pre>/* Analisis bab 1 program 11 * baris 6 : deklarasi variabel bertipe data float * baris 7-8 : rumus perhitungan * baris 9 : mencetak pesan dengan kode khusus variabel fahrenheit * baris 10 : program selesai dengan mengirim angka 0 kepada sistem operasi */</pre>	



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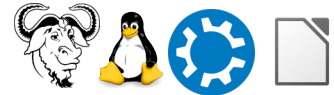
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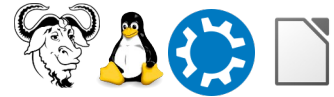


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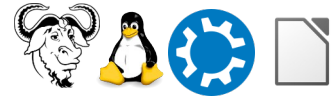
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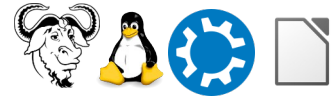
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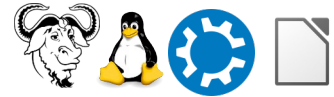
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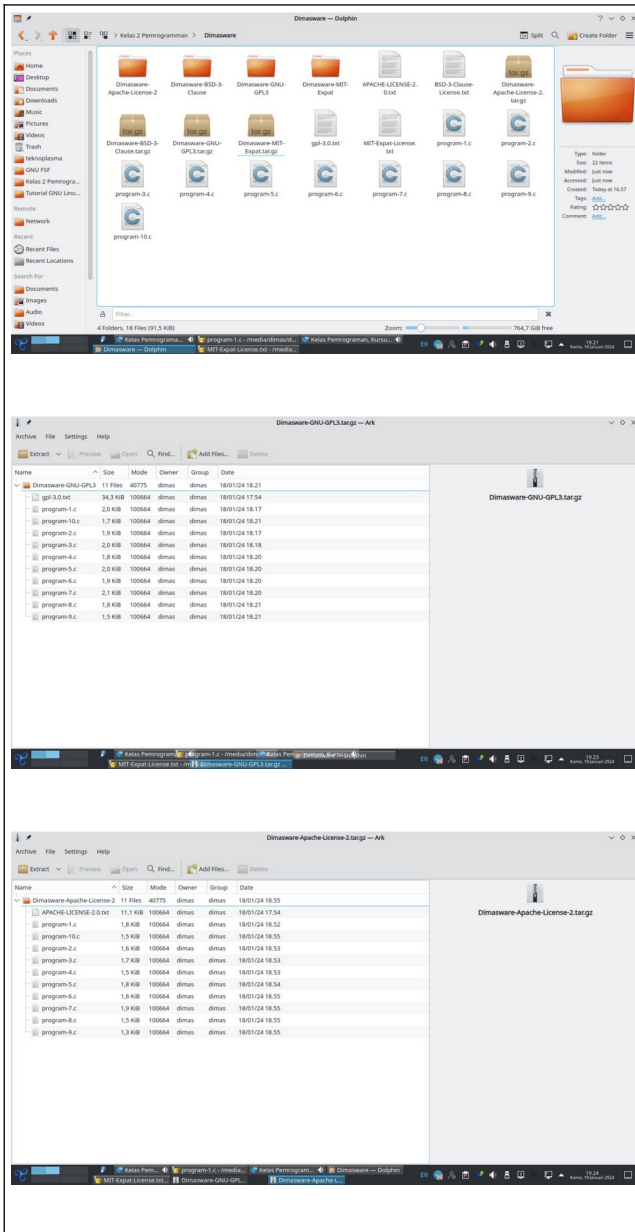
<p>Expat License (#Expat)</p> <p>This is a lax, permissive non-copyleft free software license, compatible with the GNU GPL.</p> <p>Some people call this license "the MIT License," but that term is misleading, since MIT has used many licenses for software. It is also ambiguous, since the same people also call the X11 license "the MIT License," failing to distinguish them. We recommend not using the term "MIT License."</p> <p>The difference between the X11 license and the Expat license is that the X11 license contains an extra paragraph about using the X Consortium's name. It is not a big deal, but it is a real difference.</p> <p>For substantial programs it is better to use the Apache 2.0 license since it blocks patent treachery.</p>	<p>Expat License (#Expat) Expat License (also known as "MIT License")</p> <p>Copyright <YEAR> <COPYRIGHT</p>
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<p><i>This is a lax, permissive non-copyleft free software license, compatible with the GNU GPL.</i></p> <p><i>Some people call this license "the MIT License," but that term is misleading, since MIT has used many licenses for software. It is also ambiguous, since the same people also call the X11 license "the MIT License," failing to distinguish them. We recommend not using the term "MIT License."</i></p> <p><i>The difference between the X11 license and the Expat license is that the X11 license contains an extra paragraph about using the X Consortium's name. It is not a big deal, but it is a real difference.</i></p> <p><i>For substantial programs it is better to use the Apache 2.0 license since it blocks patent treachery.</i></p>	



Pemaketan Kode Sumber



Hasil pemaketan software Dimasware, dengan empat lisensi

1. GNU GPL3
2. Apache License 2.0
3. BSD 3-Clauses License
4. MIT Expat License

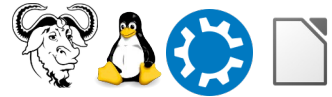
Dimasware-GNU-GPL3.tar.gz

Dimasware-Apache-License-2.tar.gz

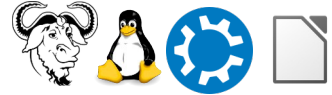
Laporan Kelas GNU/Linux

Kursus Komputer Teknoplasma

<https://t.me/teknoplasma> | kursusteknoplasma.wordpress.com

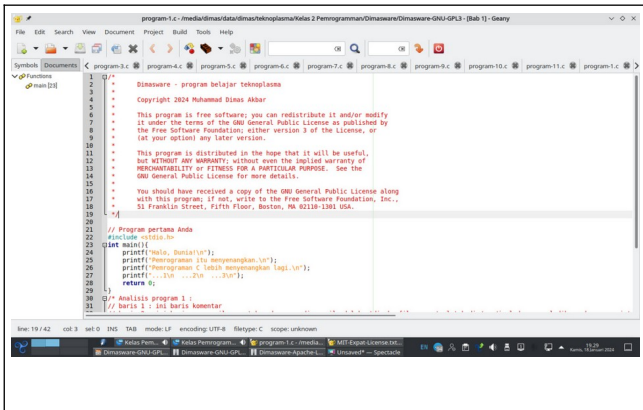


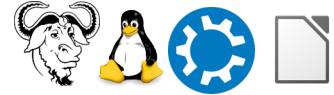
<table border="1"><thead><tr><th>Name</th><th>Size</th><th>Mode</th><th>Owner</th><th>Group</th><th>Date</th></tr></thead><tbody><tr><td>Dimasware-85D-3-Clause</td><td>11 Files</td><td>40773</td><td>dimas</td><td>dimas</td><td>18/01/24 19:05</td></tr><tr><td>85D-3-Clause-headers.c</td><td>1.3 KiB</td><td>100664</td><td>dimas</td><td>dimas</td><td>18/01/24 19:04</td></tr><tr><td>program-1.c</td><td>1.8 KiB</td><td>100664</td><td>dimas</td><td>dimas</td><td>18/01/24 19:04</td></tr><tr><td>program-10.c</td><td>1.5 KiB</td><td>100664</td><td>dimas</td><td>dimas</td><td>18/01/24 19:05</td></tr><tr><td>program-2.c</td><td>1.8 KiB</td><td>100664</td><td>dimas</td><td>dimas</td><td>18/01/24 19:04</td></tr><tr><td>program-3.c</td><td>1.7 KiB</td><td>100664</td><td>dimas</td><td>dimas</td><td>18/01/24 19:04</td></tr><tr><td>program-4.c</td><td>1.5 KiB</td><td>100664</td><td>dimas</td><td>dimas</td><td>18/01/24 19:04</td></tr><tr><td>program-5.c</td><td>1.8 KiB</td><td>100664</td><td>dimas</td><td>dimas</td><td>18/01/24 19:04</td></tr><tr><td>program-6.c</td><td>1.7 KiB</td><td>100664</td><td>dimas</td><td>dimas</td><td>18/01/24 19:05</td></tr><tr><td>program-7.c</td><td>1.5 KiB</td><td>100664</td><td>dimas</td><td>dimas</td><td>18/01/24 19:05</td></tr><tr><td>program-8.c</td><td>1.8 KiB</td><td>100664</td><td>dimas</td><td>dimas</td><td>18/01/24 19:05</td></tr><tr><td>program-9.c</td><td>1.3 KiB</td><td>100664</td><td>dimas</td><td>dimas</td><td>18/01/24 19:05</td></tr></tbody></table>	Name	Size	Mode	Owner	Group	Date	Dimasware-85D-3-Clause	11 Files	40773	dimas	dimas	18/01/24 19:05	85D-3-Clause-headers.c	1.3 KiB	100664	dimas	dimas	18/01/24 19:04	program-1.c	1.8 KiB	100664	dimas	dimas	18/01/24 19:04	program-10.c	1.5 KiB	100664	dimas	dimas	18/01/24 19:05	program-2.c	1.8 KiB	100664	dimas	dimas	18/01/24 19:04	program-3.c	1.7 KiB	100664	dimas	dimas	18/01/24 19:04	program-4.c	1.5 KiB	100664	dimas	dimas	18/01/24 19:04	program-5.c	1.8 KiB	100664	dimas	dimas	18/01/24 19:04	program-6.c	1.7 KiB	100664	dimas	dimas	18/01/24 19:05	program-7.c	1.5 KiB	100664	dimas	dimas	18/01/24 19:05	program-8.c	1.8 KiB	100664	dimas	dimas	18/01/24 19:05	program-9.c	1.3 KiB	100664	dimas	dimas	18/01/24 19:05	<p>Dimasware-MIT-Expat.tar.gz</p>
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Copyright Notice

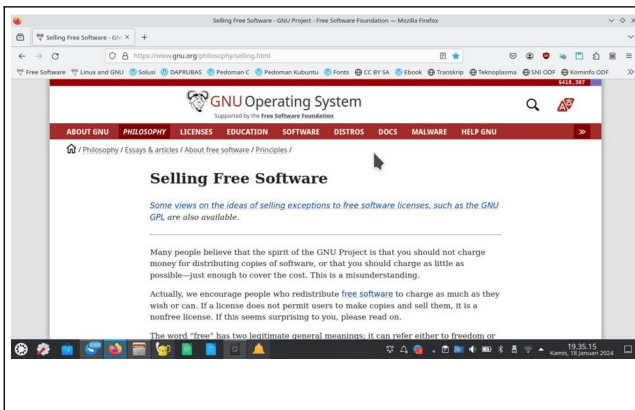
Copyright Notice ditambahkan di setiap kode sumber untuk membedakan lisensi penggunaan dan pendistribusian dari tiap kode sumber lainnya

	<p>contoh Copyright Notice program berlisensi GNU GPL3</p>
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Perangkat Lunak Merdeka Boleh Dijual

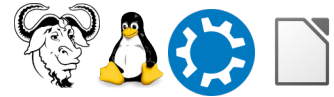
Free software (perangkat lunak merdeka) **boleh** dijual. Definisi free software ialah software yang menunaikan hak pengguna, termasuk hak menjual software. Setiap pengguna berhak mendistribusikan free software dengan menarik bayaran (contoh: jasa instal ulang GNU/Linux berbayar) dan inilah yang disebut *menjual*. Jika pengguna mau, free software juga **boleh** dibagikan gratis (tanpa menarik bayaran) karena setiap free software menunaikan 2 hak, hak berbagi + hak menjual software. Berlawanan dengannya, software yang melarang penjualan itu nonfree software namanya (proprietary software) dan bukan free software.



Selling Free Software is OK

Sumber

<https://www.gnu.org/philosophy/selling.html>

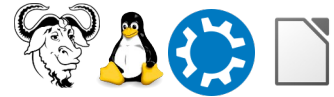


Kesimpulan

Lakukan analisis dan tulislah kesimpulan berdasarkan pelajaran-pelajaran di atas!

Contohnya, bayangkan yang saya pelajari pada pertemuan ini adalah sebagai berikut.

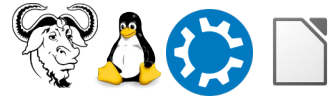
1. Pemrograman C dapat digunakan untuk berbagai hal, seperti evaluasi seperti rumus matematika sederhana, mempelajari bilangan eksponensial, konversi suhu, menghitung harga, hingga mengetik paragraf judul.
2. Lisensi pada kode sumber program harus bisa melindungi si pembuat kode sumber dan penggunaannya, termasuk dalam hal distribusi dan pemanfaatannya dari kerugian akibat pengkhianatan paten (patent treachery).
3. Free software boleh dijual



Pertanyaan

Tuliskan pertanyaan-pertanyaan Anda di bawah ini dan sampaikan ke pengajar di pertemuan berikutnya!

1. Kesulitan memahami beberapa fungsi, tipe data, variabel dan evaluasi di Bab 1 secara mendalam
2.
3.



Sumber Referensi

Tulislah sumber-sumber rujukan atau daftar pustaka yang diberikan oleh pengajar!

1. Contoh, definisi free software <https://www.gnu.org/philosophy/free-sw.en.html>.
2. <https://www.gnu.org/licenses/license-list.en.html>
3. <https://www.gnu.org/philosophy/selling.html>
4. <https://restava.wordpress.com/2019/07/09/bagaimana-saya-menjelaskan-perangkat-lunak-bebas-kepada-orang-awam/>
5. <https://restava.wordpress.com/2017/05/23/free-software-boleh-dijual/>